

Bringing the people to life

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I'm at work on the proposal, now, where my main issue is bringing the flat walk-through characters of the first draft to life. This is a stone bitch in a proposal, because you have to do it in just a couple of lines per character – one sentence each, if at all possible. And not long sentences, either. You have to give all the flavor of an eight-hundred page novel in thirty pages, and tell the whole story and make the characters real and compelling, in that same space. Frankly, I'd rather write the novel than the proposal ... except for the getting-paid-in-advance part. **That** is the one part of proposals that is truly good and fine.

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